

1.10 Opponent flat on the canvas

If your opponent is on this mat you may further attack him by stomping on him or delivering a well placed knee or elbow drop. If he looks as if he's in trouble you might try a turnbuckle fly (see 1.11). If you think he's weak enough to pin push the joystick forward to reinforce the pin.

1.11 Turnbuckle fly



Standing in any of the four corners and pressing your trigger will initiate the turnbuckle fly. The next game you play you will notice that when you will see your wrestler climb up the turnbuckles and wait, arms stretched, ready to pounce. Release your trigger and he will launch himself into the air, flying toward the centre of the ring. If contact is made, whether your opponent be flat on the mat or standing upright, this can devastate your oppo-

ent, but if you miss you can really hurt yourself. Also be wary of opponents lying on the mat as they could be faking, ready to jump away at the last moment.

1.12 What to do in a compromising position (the joystick joggle)

Wherever you're caught in a hold such as a headlock you might joggle your joystick to frustrate your opponent's deadly intentions. Simply move your joystick up and down or side to side as fast as you can.

1.13 Breaking a pin

To break a pin against your opponent when he's pinning you move your joystick forward and back (in other words try to get up).

1.14 Getting up from the mat

You may use the joystick joggle to try and regain control but you must press the trigger to stand up. You may stay down as long as you like i.e. fake it, by not pressing your trigger.

Advanced players tip

Power moves
Power moves are those employing lifts such as body slams, suplexes and piledrivers. In these moves maximum damage to your opponent can be achieved by releasing the trigger when it looks like your wrestler is letting go of his opponent.

LIST OF MOVES IN "ROCK 'N WRESTLE"

AEROPLANE SPIN - Like the propeller of an aeroplane the helpless victim is spun around and around.

ARMSPIN - Another spin but this time it takes place on the mat before the victim is flung onto the ropes.

ARM TWIST - Designed to really get your opponent tangled up.

ATOMIC DROP - The victim is lifted up then driven feet first into the canvas.

BACK BREAKER - More devastating than the Atomic Drop. This time the victim's spine is rearranged by his attacker's knee.

BODY SLAM - From a great height your poor opponent is splattered onto the canvas.

CLOTHES LINE - The hapless victim is hung out dry by an angry foreman.

DR KICK - Thus ends the attacker mistakes his opponent's head for a football as he lets fly.

ELBOW DROP - First a wind up then the attacker drops his elbow from a great height onto his victim.

FLYING BODY PRESS - The attacker catapults his body at the victim as if fired from a cannon.

FOREARM JOLT - A forearm blow to the head.

FULL NELSON - A strength move enforced from the rear.

HEADBUTT - A hard head is always useful weapon against an unsuspecting opponent.

HEADLOCK - Applied from the front this manoeuvre gives the attacker control over his victim.

KICK - A sneaky kick in the stomach can have the desired effect.

KNEE DROP - A well placed knee drop will do wonders for an opponents looks.

KNEE STRIKE - This manoeuvre can double any opponent up.

MAD CHARGE - Simple but effective, just run straight at your opponent like a mad bull.

PILE DRIVER - A totally awesome move the poor victim is drilled head first into the canvas.

PIN - This is what its all about, keep that man covered for a count of three.

REVERSE SPLEX - A beautiful move, the victim is flipped right up and over like an inverted pendulum.

STUMP - Put the boot in while the man is down.

SUPLEX - A graceful way to help your opponent to the canvas.

TURNBUCKLE FLY - Like a talon you hover ready to swoop on an unsuspecting prey.

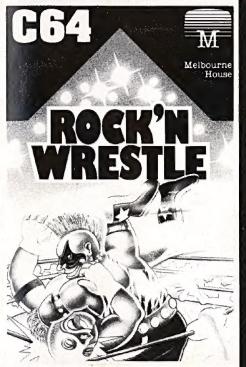
THE WRESTLERS HALL OF FAME



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Loading Instructions

1. Place the cartridge in your Commodore data recorder and ensure that it is properly connected and that the tape is fully rewound.
2. Press PLAY on the data recorder.
3. Press SHIFT and RUN/STOP keys simultaneously. The computer will now automatically load the data recorder and the program will load.

FLASHING BORDER - Loading data
BLACK BORDER - Searching for data
WHITE BORDER - Loading error

If the border is white during loading, just rewind the tape very slightly and press PLAY to continue loading.

5. Often, loading errors can be reduced by ensuring that the data recorder is as far away from your TV as possible.

6. If there is any damage to the cartridge, please return the complete package to Melbourne House Publishers at the nearest office to you. We will gladly replace it. PLEASE DO NOT RETURN IT TO THE PLACE OF PURCHASE.

(This notice does not affect your statutory rights).

Rock 'n' Wrestle is the first truly 3 dimensional wrestling game, and is controlled entirely from the keyboard or joystick.

You are **Barnes Greg**, the tenth ranked contender for the World Championship Belt. Can you wrestle your way to the top?

Selecting Options

F1: Start Game
F3: Switch between 1 player and 2 player games
F5: Stop current game
F7: Switch between joystick and keyboard modes

One-player mode

Plug your joystick into the front port. Your wrestler, the one in the bottom right corner of the screen, is the main contender. You task is to overcome all other contenders until you become world champion. You must pin each opponent in a takedown, without being pinned yourself. If he has expressed desire to leave the match by default. The final bout for the title has no time limit. The game can be started by pressing your trigger or by hitting the F1 key.

Two-player mode

The bottom wrestler is controlled by a joystick in the front port while the top wrestler is controlled from the rear port. Both players may choose a wrestler to control the other's joystick up and down and pressing their trigger when the wrestler of their choice appears.

The winner is the first player to pin his opponent twice within the given time limit. The game can be started by hitting the F1 key.

Using the keyboard

A special option has been included for users wishing to play this game without the joystick. The following keys are used:

Player 1	Player 2
(Bottom Right)	(Top Left)
UP -	W
DOWN -	X
LEFT -	A
RIGHT -	D
TRIGGER -	S
	TRIGGER -

Playing the Game

When playing at the demo game may have given you the impression that "Rock 'n' Wrestle" is a complex game to play, nothing is further from the truth.

The simple rule to follow when controlling your wrestler is to watch carefully which direction he is facing. For example, if he is facing up screen then moving your joystick up and calling for a walk up will move him forward. Walking down will cause him to walk backwards. Moving the joystick to the right would cause him to turn and walk to the right. To turn around (a 180 degree turn) you must either turn to the left or turn to the right.

All moves are centred around the direction in which your wrestler is facing. For example whenever you press the trigger and point in the

direction in which you are facing you will make a grab for your opponent (your arms will extend outwards). In the opposite direction combined with the trigger would cause you to arch back and kick at your opponent.

When thinking of what move you can do just look at the situation you are in and try what looks and feels natural.

Blocks, grabs, pins and slams are in a forward direction. Kick and lifts are backwards. Arm movements such as forearm jolts, elbow drops and clothes lines are to the left or right.

Practicing moves

The easiest way to practice all your moves is to go into 2 player mode. Your opponent will not make any move against you so you should be able to perfect any move.

In the following graphic representation of the available moves it is assumed your wrestler is facing upwards.

1.1 Moving around the ring



To do about face turn left twice or turn right twice.

1.2 Running and bouncing off ropes

If you continue to walk in the same direction for a few steps you will begin to run. If you run into ropes you can bounce off and gain extra momentum by reversing your joystick direction as your wrestler lunges into the ropes (you will see them bend outward).

1.3 Softening up your opponent

The lifted knee, the forearm joint and the kick are softening up moves designed to sap your opponent's energy and provide an opening for a grab.

1.4 Grabbing your opponent

Pressing the trigger and pushing the joystick forward will result in your wrestler extending his arm and then trying to grab your opponent by pulling back on the joystick.

1.5 Arm lock and arm spin

Having trapped your opponent in an armlock, you can then spin him by keeping your finger on the trigger, reversing the joystick in a circular motion. To release him and throw him into the ropes simply take your finger off the trigger.

Depending upon the strength of the spin you go down onto the ropes and bounce off out of control. You can spin him faster by jiggling your joystick. Likewise he can counter and break free by out-jigging you.

1.6 After throwing opponent into ropes

The lifted knee, the forearm joint and the kick are softening up moves designed to sap your opponent's energy and provide an opening for a grab.

1.7 Front Headlock

Having grabbed your opponent whilst facing him, keep the trigger pressed. Pushing your joystick forward will stagger your opponent with a head butt. Moving the joystick to either side will result in a reverse suplex. One of the best body attacks in wrestling is pulling on the joystick you can try to lift your opponent above your head. This will succeed if you have sufficient energy and your opponent is not too strong (see 1.12). If you encounter resistance simply try again. You may catch your opponent off guard.

1.8 Power lift

(having lifted opponent from front headlock)



Pushing the joystick forward will launch you into a power lift position. Pulling the joystick to the right, pinning your opponent. Pull back and you will let loose with a very powerful drop kick. The clothes line is a very useful manoeuvre after your opponent has been bounced off the ropes. More often than not it knocks the air out of him and brings him to the canvas.

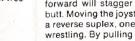
1.9 Full Nelson

(rear grab)



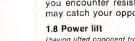
1.10 Backbreaker

(front grab)



1.11 Tele Driver

(front grab)



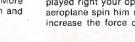
1.12 Headbutt

(front grab)



1.13 Reverse Suplex

(front grab)



1.14 Head Spin

(front grab)



1.15 Clothesline

(front grab)



1.16 Drop Kick

(front grab)



1.17 Atomic Duck

(front grab)



1.18 Headlock

(front grab)



1.19 Head Butt

(front grab)



1.20 Head Spin

(front grab)



1.21 Head Spin

(front grab)



1.22 Head Spin

(front grab)



1.23 Head Spin

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